<u>IN THE CLAIMS:</u>

Please amend the claims as indicated below.

1.   (Currently amended) A matching network system comprising:

communication devices,

~~local and or network~~ servers <u>comprising a probabilistic finite state machine and</u> <u>behavioral models, wherein the servers selectively maintain on the communication</u> <u>devices the probabilistic finite state machine and the behavioral models,</u>

~~means for communication by wired or wireless methods~~

~~means for communication by stationary and or mobile devices,~~

~~means for~~ communication ~~between~~ <u>channels coupled to</u> the communication devices and the ~~local and or network~~ servers,

~~means for~~ <u>wherein the communication devices and the servers interact to allow</u> an individual communication device user to maintain a plurality of personality profiles comprising public personality profiles and private personality profiles, states and <u>the</u> behavior models,

~~means for~~ <u>wherein the communication devices and the servers interact to allow</u> forming one or more groups comprising ~~of~~ individuals<u>, the groups</u> based on individual personality profiles<u>,</u>

~~means for~~ <u>wherein the communication devices and the servers interact to allow</u> the group to maintain a plurality of personality profiles, states and <u>the</u> behavior models,

~~means for~~ <u>wherein the communication devices and the servers interact to allow</u> communication between individuals based on selected personality profiles,

~~means for~~ <u>wherein the communication devices and the servers interact to allow</u> communication between the individuals and groups based on personality profiles,

~~means for~~ <u>wherein the communication devices and the servers interact to allow</u> information acquirement based on personality profiles,

~~means for products and services to be characterized by a plurality of personality~~ ~~profiles, comprising product personality profiles, service personality profiles, states and~~ ~~behavior models,~~

~~means for matching product personality profiles with individual personality~~

~~profiles, and for matching service personality profiles with individual personality~~
~~profiles, wherein individuals comprise consumers,~~

~~means for configuration and selection of products by product personality profiles~~
~~and services by service personality profiles,~~

~~means for selection of at least one of products and services and for commerce~~
~~transactions comprising purchasing at least one of products and services,~~

~~means for~~ wherein the communication devices and the servers interact to execute
transactions based on at least one of individual and group personality profiles, wherein
transactions comprise commerce transactions, wherein the probabilistic finite state
machine demonstrates behavior and learning based on at least one of a current state, the
personality profile, the group personality profile, a product personality profile, a service
personality profile, and a communication device profile.

Claims 2-8 (Canceled).

9.   (Currently amended) A matching network system comprising:

at least one communication device,

servers communicating with the communication device and comprising ~~local and~~
~~network servers~~ a probabilistic finite state machine and behavior models, wherein the
servers selectively maintain on the communication device the probabilistic finite state
machine and the behavior models,

~~at least one of wired and wireless communication means,~~

~~means for~~ wherein the communication devices and the servers interact to allow
products and services to be characterized by a plurality of personality profiles,
comprising product personality profiles, service personality profiles, states and the
behavior models,

~~means for~~ wherein the communication devices and the servers interact to allow
matching the product personality profiles with user personality profiles, and for matching
the service personality profiles with the user personality profiles, wherein users comprise
consumers,

~~means for~~ wherein the communication devices and the servers interact to allow configuration and selection of products by the product personality profiles and services by the service personality profiles,

~~means for~~ wherein the communication devices and the servers interact to allow selection of at least one of products and services and for execution of commerce transactions comprising purchasing at least one of products and services, wherein the probabilistic finite state machine demonstrates behavior and learning in response to the commerce transactions based on at least one of the state, the personality profile, the product personality profile, the service personality profile, and a communication device profile.

10.   (Currently amended) A matching network system of claim 9 comprising:
~~means for configuring products and services with~~ RF tags corresponding to products and services,

~~means for~~ wherein the communication devices and the servers interact to allow coding the RF tags with the product personality profiles and the service personality profiles,

~~means for~~ wherein the communication devices and the servers interact to allow communicating with the RF tag by means of the communication device,

~~means for~~ wherein the communication devices and the servers interact to allow selection of at least one of a product and a service by means of the communication device,

~~means for~~ wherein the communication devices and the servers interact to allow conducting a commerce transaction by means of the communication device.

11.   (Currently amended) A matching network system of claim 1 ~~comprising~~:
~~means for~~ wherein the communication devices and the servers interact to allow the user to create questions in one or more categories,

~~means for~~ wherein the communication devices and the servers interact to allow maintaining said questions in a database,

~~means for~~ wherein the communication devices and the servers interact to allow answering said questions and maintaining the answers in the database,

~~means for~~ wherein the communication devices and the servers interact to allow associating the questions and the answers,

~~means for~~ wherein the communication devices and the servers interact to allow the user to assign weights to the question, answer and or question-answer pairs,

~~means for~~ wherein the communication devices and the servers interact to allow using the questions and the answers to generate one or more weighted private and public personality profiles for the user,

~~means for~~ wherein the communication devices and the servers interact to allow the user to be characterized by one or more weighted private and public personality profiles,

~~means for~~ wherein the communication devices and the servers interact to allow maintaining the private and public personality profiles in the database and in lookup tables,

~~means for~~ wherein the communication devices and the servers interact to allow associating the personality profiles with one or more behavior models of the user.

12.   (Currently amended) A matching network system of claim 1 ~~comprising~~:

~~means for~~ wherein the communication devices and the servers interact to allow a user to query another user with questions in one or more categories,

~~means for~~ wherein the communication devices and the servers interact to allow each user to associate the questions of one user with the answers of the other user,

~~means for~~ wherein the communication devices and the servers interact to allow assigning weights to the question answer pairs,

~~means for~~ wherein the communication devices and the servers interact to allow maintaining said question and answers in a database and lookup tables,

~~means for~~ wherein the communication devices and the servers interact to allow each user to define rule sets comprising at least one rule for each personality profile,

~~means for~~ wherein the communication devices and the servers interact to allow

enabling the personality of profile of the user to be checked to conform to the rules,

means for wherein the communication devices and the servers interact to allow ensuring that the interactions between the users conform to the rules set by each user,

means for wherein the communication devices and the servers interact to allow developing and enabling the behavior model for each user,

means for wherein the communication devices and the servers interact to allow enabling interaction between users utilizing the user selected personality profiles.

13.   (Currently amended) A matching network system of claim 1 comprising:

means for wherein the communication devices and the servers interact to allow characterizing the a user with a plurality of private and public personality profiles,

means for wherein the communication devices and the servers interact to allow the user to select from a plurality of private and public personality profiles for one or more types of communication,

means for wherein the communication devices and the servers interact to allow the utilization of said personality profiles for communication between one or more users, said users having matched or unmatched personality profiles.

14.   (Currently amended) A matching network system of claim 1 comprising:

means for wherein the communication devices and the servers interact to allow associating a personality TAG with at least one personality profile,

means for wherein the communication devices and the servers interact to allow associating a plurality of states with the personality profile,

means for wherein the communication devices and the servers interact to allow holding a desired state for a finite period of time,

means for wherein the communication devices and the servers interact to allow altering the state and holding a different state,

means for wherein the communication devices and the servers interact to allow associating a state TAG with at least one state, comprising a state of a user, a state of a website, a state of a web page, a state of a product, and a state of a service.

15.   (Currently amended) A matching network system of claim 1 ~~comprising:~~

~~means for~~ wherein the communication devices and the servers interact to allow the personality profile to be constructed/deconstructed into a plurality of personality profile components,

~~means for~~ wherein the communication devices and the servers interact to allow maintaining said personality profile components on the communication device, the local server and or the network servers,

~~means for~~ wherein the communication devices and the servers interact to allow recompiling the personality profile dynamically for use on the communication device,

~~means for~~ wherein the communication devices and the servers interact to allow encrypting the personality profile components and the personality profile, means for selecting and using the personality profile in communication and transactions.

Claims 16-18 (Canceled).

19.   (Currently amended) A matching network system of claim 1 ~~comprising,~~

~~means for~~ wherein the communication devices and the servers interact to allow the individual to form a personal matching network ~~consisting of~~ comprising a plurality of other individuals of same or different personality profiles,

~~means for~~ wherein the communication devices and the servers interact to allow creating a personal matching network ~~consisting of~~ comprising the group of matched individuals and the group of unmatched individuals,

~~means for~~ wherein the communication devices and the servers interact to allow inviting other individuals to join the user's personal matching network,

~~means for~~ wherein the communication devices and the servers interact to allow negotiation of admission and denial of admission,

~~means for~~ wherein the communication devices and the servers interact to allow forming subnets consisting of one or more individuals for specific purposes,

~~means for~~ wherein the communication devices and the servers interact to allow

inclusion of one or more groups that the user is a member of in the personal matching network of the user,

~~means for~~ wherein the communication devices and the servers interact to allow setting permissions to enable or disable relationship mining by other individuals or groups,

~~means for~~ wherein the communication devices and the servers interact to allow masking the users membership in the groups or other personal matching networks,

~~means for~~ wherein the communication devices and the servers interact to allow managing the personal matching network by means of the software resident on the communication device itself and or the local or network servers.

20.   (Currently amended) A matching network system of claim 1 ~~comprising~~,

~~means for~~ wherein the communication devices and the servers interact to allow establishing groups with personality profiles and behavior models,

~~means for~~ wherein the communication devices and the servers interact to allow establishing and implementing the rules via the rules processor,

~~means for~~ wherein the communication devices and the servers interact to allow negotiation between two or more groups to establish a group to group relationship,

~~means for~~ wherein the communication devices and the servers interact to allow matching of the groups and collaboration,

~~means for~~ wherein the communication devices and the servers interact to allow managing the groups by means of the communication device itself and or the local or network server and the management software resident on them.

21.   (Currently amended) A matching network system of claim 1 ~~further comprising~~:

~~means for~~ wherein the communication devices and the servers interact to allow forming super groups ~~consisting of~~ comprising one or more groups and individuals,

~~means for~~ wherein the communication devices and the servers interact to allow defining the super group personality profiles,

~~means for~~ wherein the communication devices and the servers interact to allow negotiation with a plurality of groups to join the super group,

~~means for~~ wherein the communication devices and the servers interact to allow administering the super group,

~~means for~~ wherein the communication devices and the servers interact to allow utilizing the communication device and or the local or network servers and the software resident on them,

~~means for~~ wherein the communication devices and the servers interact to allow mining relationships of groups and members based on user defined permissions.

Claims 22 and 23 (Canceled).

24.   (New) A matching network system comprising:

a server comprising a probabilistic finite state machine, protocols, and behavior and learning logic; and

a mobile device coupled to the server, wherein the server selectively maintains on the mobile device the probabilistic finite state machine, the protocols, and the behavior and learning logic;

wherein the server and the mobile device communicate to provide interaction between at least one of a personality profile of a user that uses the probabilistic finite state machine to demonstrate behavior and learning, a group profile that uses the probabilistic finite state machine to demonstrate behavior and learning, at least one of a product and a service profile that uses the probabilistic finite state machine to demonstrate behavior and learning, and a device profile that uses the probabilistic finite state machine to demonstrate behavior and learning.

25.   (New) The system of claim 24, wherein the mobile device includes a positioning system that determines a location of the mobile device, wherein the server and the mobile device communicate to provide location-based matching between a user and other individual users based on at least one of the personality profile of the user, a

product profile, and a service profile.

26.   (New) The system of claim 24, wherein the server and the mobile device interact to enable learning and predictive behavior between the user and at least one of other individuals, networks, groups, product profiles, service profiles, and device profiles, the learning and predictive behavior based on at least one of past behavior, user feedback, and recommendations.

27.   (New) A matching network system comprising:
        a server comprising a probabilistic finite state machine, protocols, and behavior and learning logic; and
        a mobile device coupled to the server, wherein the server selectively maintains on the mobile device the probabilistic finite state machine, the protocols, and the behavior and learning logic, wherein the mobile device includes a positioning system that determines a location of the mobile device;
        wherein the server and the mobile device communicate to provide location-based matching between at least one of a personality profile of a user that uses the probabilistic finite state machine to demonstrate behavior and learning, a group profile that uses the probabilistic finite state machine to demonstrate behavior and learning, at least one of a product and a service profile that uses the probabilistic finite state machine to demonstrate behavior and learning, and a device profile that uses the probabilistic finite state machine to demonstrate behavior and learning.

28.   (New) A matching network system comprising:
        a server comprising a probabilistic finite state machine, protocols, and behavior and learning logic; and
        a mobile device coupled to the server, wherein the server selectively maintains on the mobile device the probabilistic finite state machine, the protocols, and the behavior and learning logic;
        wherein the server and the mobile device communicate to provide

learning, predictive behavior, and past behavior modeling between at least one of a personality profile of a user that uses the probabilistic finite state machine to demonstrate behavior and learning, a group profile that uses the probabilistic finite state machine to demonstrate behavior and learning, at least one of a product and a service profile that uses the probabilistic finite state machine to demonstrate behavior and learning, and a device profile that uses the probabilistic finite state machine to demonstrate behavior and learning.